

## P-38L (Pacific Theater U.S. fuel performance)

Lockheed P-38L "Lightning". Day Fighter. P.V.: 24. Engine Type: I. Producer: U.S.A.  
Deliveries began in July '44. A total of 3,923 L models built. Not used by 8th Air Force.

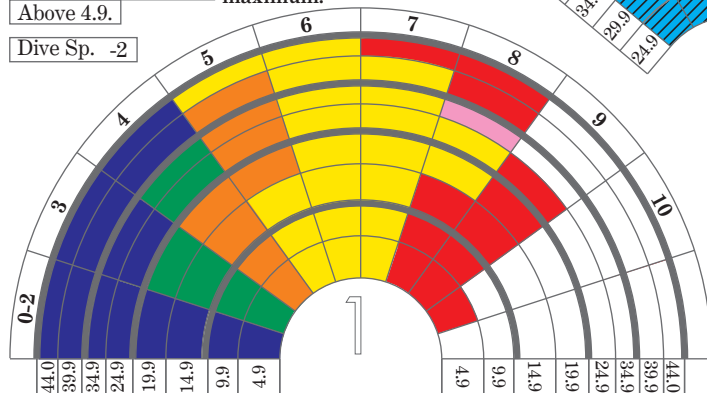
Loaded: Can carry up to two bombs at medium range.

Note: No two consecutive inverted Game-Turns allowed.

Note: (x) Maneuver Requirement values apply to Bank/H-Roll/

Stall Speed	Blue	V. Dive only. Special Note: Two successive 1/2 Turns (within one hex) must be separated by two linear hexes (Turns allowed to resume within the second hex).
Maneuver Sp.	Green	4 Turns per Game-Turn maximum.
Level Speed	Yellow	
Dive Speed	Red	
Loaded (Opt.)	-2	
Stall Speed	+1	
Above 4.9.		

Dive Sp. -2



### Speed Increments

Special Note: Non-Level Max. Climb is -50% (rule #9) PLUS .1, or .05 fraction rounded UP.

Special Vertical Dive Restrictions:

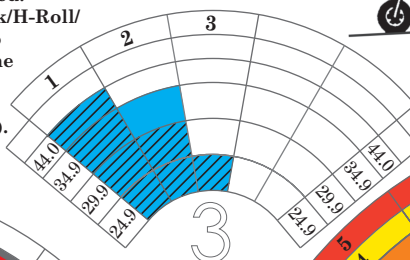
The P-38L cannot perform a Second Consecutive Game-Turn V. Dive if V. Dive was initiated from above a Current Airspeed of 4 above 14.9 and of 5 below 15.0.

Note: With one engine out reduce Max. Level Sp. by -3 and altitude by .5 to ceiling of 24.9. Drop any load. Use only red-numbered climb loss values. No climbing H-Loop. Power Factors: 1/2 to 24.9.

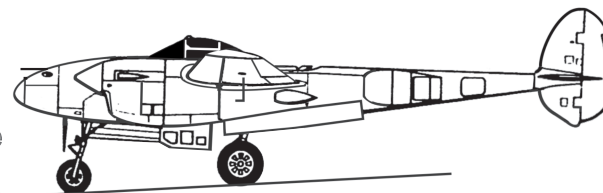
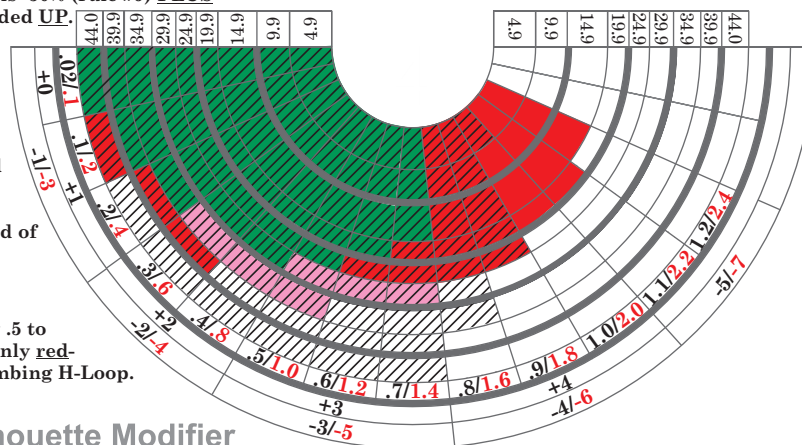
### Silhouette Modifier

Silhouette +4

### Speed Change



### Altitude Change



Power Factors  
Brake Factors

Half Loop*	P	-4
L,R/LB V. Dive	P +1	1hx
Slip/Turn (Turn -1*)	+1 +2*	-S
Bank/H-Roll	+1 +1	+0
*Turn -1 (1 = 1/2): Applies to Turn in ORANGE Sp. only.		
Loaded	Engine out	Inverted

\*H-Loop: +.6 to Maneuver Sp. black Max. Dive value, Level Sp.: +1.1. Both +.2 per 5.0. (No Dive Sp. Value\*)  
\*Diving H-Loop not allowed from a Current Sp. above 6.

\*Into dead engine only. Away from dead engine: +1.

Note: See description text for ORANGE Sp. Turns.

### Maneuverability Requirements

Dive Acceler.	+1	Loaded	Engine out
Climb Deceler.	-1		
Max. Dive	-2	-1	
Dive Sp. Climb	-6	-8	
Max. Climb	-2	-5	

### Target Characteristics

W	5	5	Cn	4	Mg	10
F	5	5	L	3		
C	3	3	C	-		
E	2	E	-	E	2	
G		4M	4C	4M		
		(6)	(6)	(6)		
		FF	FF			

Add one hit value to all "C" hits on target.

### Variants